

PARTS LIST

1		2		3		4	
	QTY x2		QTY x2		QTY x2		QTY x1
	Silver Horseshoes		Black Horseshoes		Stakes		Carry Bag
	Rep. Part: 50022-R1		Rep. Part: 50022-R2		N/A		N/A

SET UP

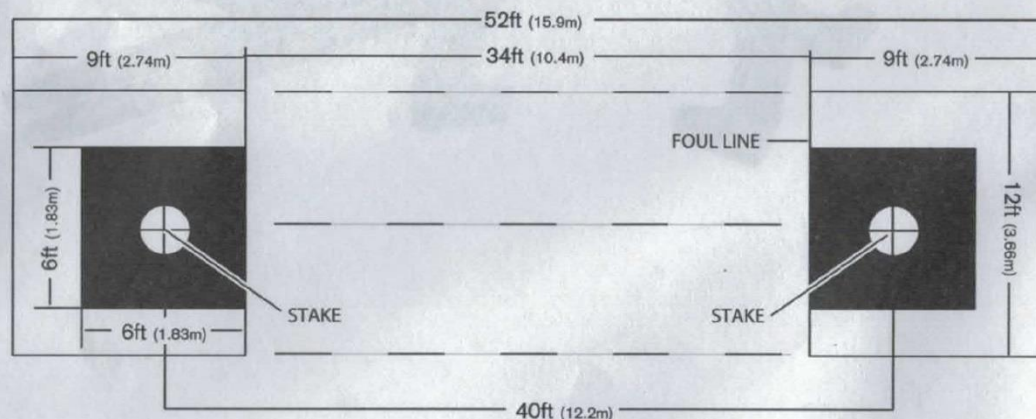
RULE 1- COURT LAYOUT:

- (a) A court will occupy a level area of at least 50ft (15.2m) in length (in a north-south direction if possible), be at least 10ft (3.05m) in width and consist of two pitcher's boxes, each 6ft (1.83m) square with a stake in its exact center. The pitcher's boxes shall be located in such a manner that their front edges are parallel and the stakes are 40ft (12.2m) apart in the middle of the total area.
- (b) When a number of courts are constructed adjacent to each other as required for tournament play, the stakes of one court shall be at least 10ft (3.05m), 12ft (3.66m) is preferable, from the stakes of adjacent courts. Foul lines in front of the pitcher's boxes shall be in a straight line across the entire layout.

LAYING OUT THE PITCHING COURT:

While you can merely drive stakes in the ground 40ft (12.2m) apart and start to pitch, a permanent court of exact dimensions can be easily laid out and will help you to enjoy the game.

The illustration below shows how an Official Court should be laid out. Place sections of two by four and nail together to make two 6ft (1.83m) squares. The stakes should be driven in the ground in the center of these boxes inclining slightly toward each other. Fine clay should then be placed around the stakes and tapped down. This clay should be moistened occasionally. The diagram indicates the outer dimensions of the court.



RULE 2- PITCHER'S BOX:

- (a) Each pitcher's box shall be 6ft (1.83m) square with the stake in the exact center and consist of an area of clay, synthetic substance, dirt or sand into which the players throw their shoes and flanked by two pitching platforms or areas from which the players throw their shoes.
- (b) The clay, dirt, sand or synthetic substance area must be a minimum of 43in (109cm) long in the direction in which the players throw their shoes and 31in (78.7cm) wide. The maximum area is 6ft (1.83m) long and 36in (91.4cm) wide. This area must be located in the middle of the pitcher's box with the stake in its center. This area must be filled to a minimum depth of 4in (10.2cm) and kept in a moist, putty-like condition if clay is used.
- (c) The two pitching platforms or areas shall occupy the remaining portions of the pitcher's box flanking the clay, synthetic substance, dirt or sand area. They must be 6ft (1.83m) long, extending 3ft (91.4cm) in front of the stake and be at least 18in (45.7cm). They must be level with each other and with the platforms at the opposite stake. They should be as nearly flush as feasible with the ground outside the pitcher's box.

RULE 3- STAKES:

Stakes shall be of cold-rolled steel, mild iron, soft metal, or synthetic material. The top of each stake shall extend not less than 14in (35.6cm) nor more than 15in (38.1cm) above the level of the pitcher's platform on each side of the stake, with a 3in (7.62cm) incline toward each other.

RULE 4- FOUL LINES:

- (a) Foul lines shall be clearly defined 3ft (91.4cm) in front of each stake across the entire front edge of the pitchers' box. Foul lines should be used if possible and are required in all National and World Championships.
- (b) Any shoe pitched while the pitcher's foot extends on or over the foul line shall be declared foul, and removed from the counting distance.
- (c) In pitching the shoe, the pitcher shall stand on the pitcher's platform, at one side or the other of the stake.
- (d) In delivering a shoe, the pitcher must remain behind the foul line until the shoe has left his hand.

RULE 5- CHOICE OF PITCH:

- (a) Choice of first pitch, or follow, shall be determined by the toss of a coin or a flipped-up shoe. In successive games between the same players, the loser shall have choice.
- (b) Length of pitches (two shoes) to be 30 seconds. If a disturbance at either end of court occurs, pitcher shall step back and start pitch over. If player steps and steps back for no other reason than to disturb his opponent, then referee shall give a warning to that pitcher. A second warning by the referee is a foul shoe and shoe will be removed from the court.

RULE 6- FOUL SHOES:

- (a) Any shoe pitched by a contestant which lands outside the clay area of the opposite pitching box is a foul shoe. Any shoe that lands in fair territory but hits the backstop or other objects and comes back into the pitching area shall be called a foul shoe.
- (b) Foul shoes shall be removed from the opposite pitcher's box.
- (c) A foul shoe shall not be scored or credited except in the score sheet column headed "shoes pitched".
- (d) When a foul shoe disrupts the position of a shoe in fair territory, the foul shoe is to be removed from the pitching area at the request of the opponent, and all other shoes are to remain as they are.

RULE 7- BROKEN SHOES:

When a shoe lands in fair territory and is broken into separate parts it shall be removed and the contestant is allowed to pitch another shoe instead.

RULE 8- OFFICIAL SHOE:

A shoe shall not exceed 7-1/4in (18.4cm) in width, 7-5/8in (19.4cm) in length, and shall not weigh more than two pounds, ten ounces. The opening shall not exceed 3-1/2in (8.89cm).

RULE 9 - MEASUREMENTS:

- (a) Measurements to determine points shall be made with calipers and straight edge.
- (b) A shoe must be within 6in (15.2cm) of the stake to score.
- (c) A ringer is declared when a shoe encircles the stake far enough to allow the touching of both heel caulks simultaneously with the straight edge, and permit a clearance of the stake.

RULE 10 - PRACTICE SHOES:

Between games pitchers shall be limited to four (4) practice shoes once the scorekeeper and both pitchers are on the court ready to proceed with the next game.

RULE 11 - SCORING RULES:

There are two official methods of scoring, the cancellation method and the count all method.

CANCELLATION SCORING:

- (a) A regulation game shall consist of forty points in all contests where a National title is involved. Any other contest may be decided in any manner acceptable if National Rules, Constitution and By-Laws are not violated.
- (b) Game points in other tournaments, leagues or contests may be determined by local authorities to fit their conditions.
- (c) A game is divided into innings and each inning constitutes the pitching of two shoes by each contestant.
- (d) The points shall be scored according to the position of the shoes at the innings end, that is, after the contestants have each thrown two shoes.
- (e) Ringer credits shall be given on the same basis.
- (f) The winner of points shall call the result. In case of a tie, the party pitching last shall call.
- (g) The player having the first pitch in a designated inning shall pitch two shoes in succession before the other player pitches two shoes.
- (h) The player scoring points shall pitch first in the next inning. In case of no score, the player who pitched last shall pitch first for the next inning.
- (i) Closest shoe to stake scores ... 1 point.
- (j) Two shoes closer than opponents ... 2 points
- (k) One ringer scores ... 3 points.
- (l) Two ringers scores ... 6 points.
- (m) One ringer and closest shoe of same player scores ... 4 points.
- (n) Party having two ringers against one for opponent scores ... 3 points.
- (o) All equals count as ties. If each contestant has a shoe touching the stake or each has a shoe equal distance from the stake, then the closer of the other two shoes will be scored as a point, if within 6in (15.2cm) of the stake.
- (p) In case each contestant has a ringer, the next closest shoe, if within 6in (15.2cm) shall score ... 1 point.
- (q) A leaning shoe has no value over one touching the stake.

(r) SCORE CALL METHOD:

-No score 4 shoes	called as no score
-1 Point	called as one point
-2 Points	called as two points
-1 Ringer	called as one ringer-three points
-1 Ringer 1 point	called as one ringer-four points
-2 Ringers 6 points	called as two ringers-six points
-1 Ringer each no score	called as one ringer each-no score
-1 Ringer each 1 point	called as one ringer each-one point
-3 Ringers 3 points	called as three ringers-three points
-2 Ringers each no score	called as two ringers each-no score

In each instance the player calling the score must call his/her name and must be the one scoring. In a no score situation the player pitching last shall be the one to call the score.

COUNT ALL SCORING:

- (a) A regulation game shall consist of fifty shoes pitched by each player (25 innings). However, the number of shoes pitched in other games may be set by league or tournament officials to fit their conditions.
- (b) Each player shall receive credit for all points according to the position of the shoes at the end of each inning, regardless of what his opponent throws. Thus it is possible for each player to score six points in any one inning. Ringers count three points and shoes within 6in (15.2cm) of the stake count as one point each.
- (c) Players shall alternate first pitch, one player having first pitch in the even innings and the other player in the odd number innings. The double alternate first pitch may be used if desired.
- (d) Ties shall be broken by pitching as many extra innings as are designated in the tournament rules.

RULE 12 - DOUBLES GAMES:

Two players are partners and pitch from opposite ends of the court against a similar combination of opponents. Partners points are added together, but the individual records of ringers and shoes pitched should be kept. Otherwise the game is the same as the conventional singles or walking game.

RULE 13 - THREE HANDED GAMES:

In three-handed games, when two of the players each have a ringer and a third player has no ringer, the party without a ringer is out of the scoring and the other ringers score according to Rule 11.

RULE 14 - RECORDING OF RESULTS:

- (a) The recording of results shall be as follows:

W - Games Won	DR - Double Ringers
L - Games Lost	SP - Shoes Pitched
P - Points	OP - Opponents Points
R - Ringers	PR - Percentage of Ringers

- (b) All past and future World Tournament Play-offs in any Championship Division are to be included in total World Tournament Statistics.



HOW TO HOLD THE SHOE:



While no two experts will agree on the best way to hold a horseshoe, and you will develop your own particular grip, the two methods illustrated here are the two most commonly used.

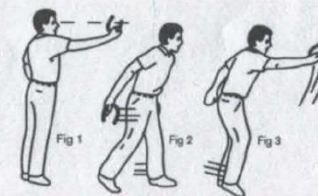
It is important for your success at the game that you adopt one hold and continue to use it.



Just take the shoe in your hand, feel the weight and grip it in any one of the two ways illustrated.

HOW TO PITCH THE SHOE:

First you grip the shoe and stand with feet together close to the stake. Next you bring the shoe up at arms length and sight it as you would a rifle so that the opposite stake appears in the center of the shoe. (See Fig. 1)



Keep your eye on the stake and "follow-through"

Second, you drop the right arm with an easy swinging motion and bring it back past the body, at the same time stepping forward with the left foot. (See Fig. 2.)

Third, you pitch the shoe by bringing the right arm forward and at the same moment step forward with right foot. (See Fig. 3.) The rhythm with which you perform this motion determines the accuracy of your pitch, provided you have properly gauged the distance.

Your forward step must not carry you beyond the box, or more than 3ft (91.4cm) from the stake.